U.S.S. RUNNYMEDE

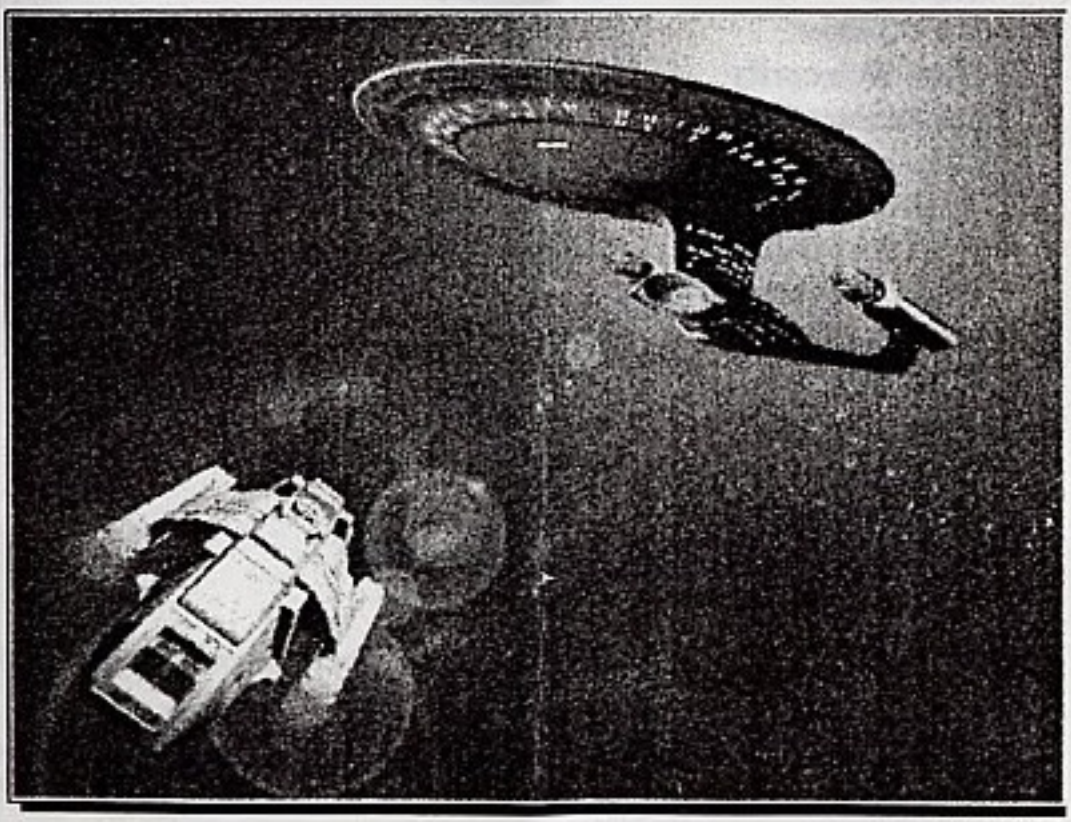
November 1995 VOL 1 NO 3

FRONTIER

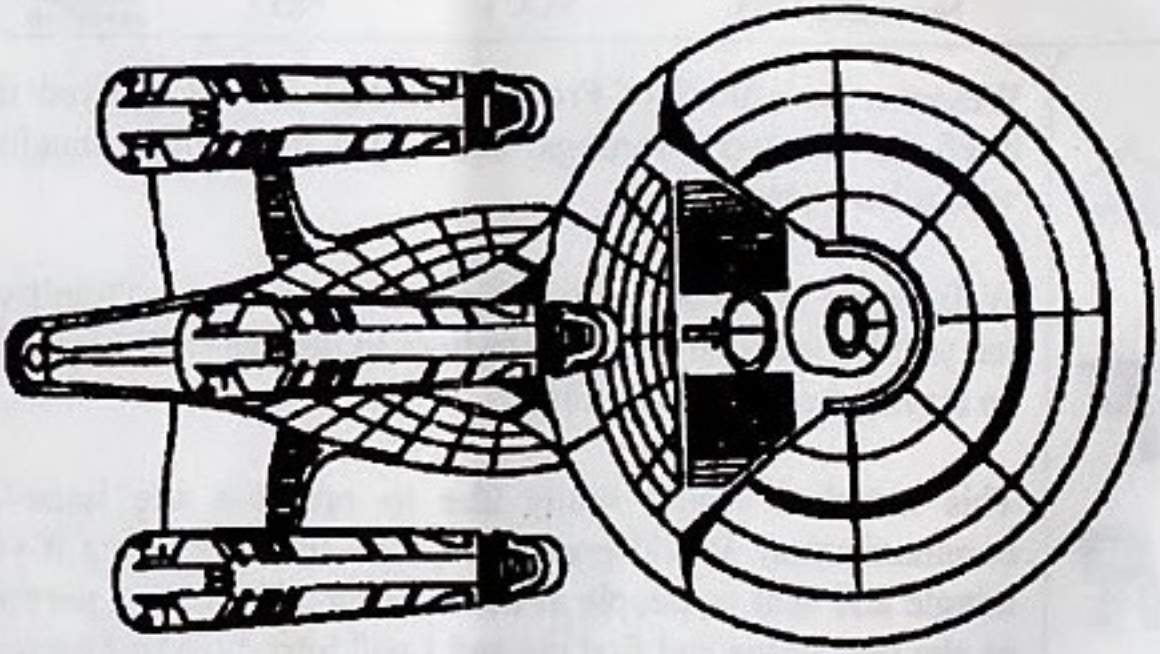
Welcome to issue 3 of Frontier. I hope you all enjoyed the brief rest between meetings, and had a good time mingling with other races!

Well, he we are in our new station - Phoenix Plaza. Didn't we tell you it would be good!! Needless to say we shall hopefully be staying here for some time.

This month I would really like to promote the issue of communication. It will greatly improve the experience if you mingle and chat to people at the meetings. If you feel nervous or shy then come and find me and I will introduce to everyone I know (including the Captain). But, above all, enjoy yourselves and have a look at the trips we are arranging, as they aren't too expensive, and you are guaranteed to have a good time.



Contact Address



U.S.S. Runnymede, 15 Wickham Road, Lower Earley, Reading, RG6 3TE

Personnel

Captain	Sue McAuley
First Officer	Position to be Filled*
Chief of Security	Martin Foote
Communications Officer	Michael Milne
Chief of Operations	Gary Palmer
Head of Marines	Ian McAuley
Personnel Officer	Debbie Gardiner
Public Relations Officer	Position to be Filled*
Science Officer	Andrew Tunley
Chief Engineer	Position to be Filled*
Quartermaster	Justin Waite
Counsellor	Position to be Filled*
Medical Officer	Ann O'Neil
Engineering Specialist	Arthur Leach
Science Specialist	Graeme Dunlop

* If you feel that you are the right person to fill any of the above positions please ask for an application form from the Front Desk or write to the above address.

All articles are welcome, we reserve the right to edit or amend any submissions to the style of the magazine. All queries or articles should be sent to the Captain at the above address.

CAPTAINS LOG

Welcome everyone to our new space station, Phoenix Plaza - I hope that you are as impressed and happy about our move as we are.

Last month I sent out 186 standard letters to members and potential members - to tell them about our move. As you can imagine this costs, and as we are trying to keep costs down to a minimal, we hope that those members who cannot attend a meeting will send away for the magazine which will cost £1.00 per issue (incl. Postage). This will help keep you up to date with what's going on and so on.

Allow me to explain. The membership fee to join goes, in full, to Starfleet Command, we do not get any of it. Therefore anything that we produce/do has to be financed by us, and since we are a very new club we do not yet have a kitty to draw from, and up to now everything has been financed by me.

UCI

As you can see from the UCI advert in this magazine, the Trekathon will now take place in January.

AWAY MISSION

I was happy to see that so many people took an interest in our trip to the Star Trek exhibition at the Science Museum, I am sure that we're going to have a great time.

JUNIORS

Please remember that the Juniors club are open for all children, but please note that we can not be held responsible should an accident happen. Let me take this opportunity of advertising for an assistant for this club, please see Ian if you're interested.

Have a great time here today and, as always, if you need to speak to me please do so.

Captain Out.

Written by Sue McAuley (Ship's Captain)

CADET NAME	% RESULT	GRADE	PASSED OUT AS
E. Goddard	100%	1A	Lieutenant JG (High Honours)
Amanda Dunlop	95%	1	Lieutenant JG (Honours)
Graeme Dunlop	95%	1	Lieutenant JG (Honours)
Christopher Nevill	95%	1	Lieutenant JG (Honours)
Anthony Cairns	90%	1	Lieutenant JG (Honours)
Andrew Tunley	90%	1	Lieutenant JG (Honours)
Gloria Tunley	80%	2	Ensign Grade 1
Sam Hariry	80%	2	Ensign Grade 1
Neville Bull	80%	2	Ensign Grade 1
Tom Pickerell	75%	3	Ensign Grade 2
John Simmonds	75%	3	Ensign Grade 2
Lee Skevington	70%	3	Ensign Grade 2
Chris Holland	70%	3	Ensign Grade 2
Michael Grice	70%	3	Ensign Grade 2
Vivienne Johnson	65%	3	Ensign Grade 2
William Laurie	65%	3	Ensign Grade 2
The following crew members also pass out as Ensigns: Toby Page, Allison Dawson and Faith Perry			

A big congratulations to those listed above.

I am very impressed with the amount of people who takes the time to complete the Starfleet exams - I know how much work that you have to put into this task. You make me very proud and I know that the U.S.S. Runnymede results will be notes at Starfleet Command.

A lot of the ships do not give out rank pips or certificates but I decided at an early stage (when I sat my exam) that this would be a nice gesture and a way of saying Thankyou and keep up the good work, together we can make our club the number ONE in the country!!

Doctor Who, the worlds longest running Sci-Fi series, celebrates its 32nd anniversary on the 23rd November this year. The BBC have chosen to commemorate this by re-editing and releasing the 25th anniversary story The Five Doctors. This will be a triple-pack release combined with the previous Peter Davison story, The Kings Demons, and a special photo-type album for all those postcards you've been collecting with your videos.
It doesn't seem very much does it? Especially when compared with Voyager releases, and Earth 2 or VR 5 on Sky, but for a series that has been off our screens for over half a decade now, its not all that bad .....

Doctor Who - November Video Release

The Doctors (Re-edited)/ The Kings Demons

It was a classic way back iit 1983, now the BBC has blown the dust of it with a new version containing many different edits and hugely updated special effects. But is it all just window dressing for a classic story? Or is this the Five Doctors as it should have been?

Apart from a completely, re-edited opening the story is largely unchanged. The original had rather an unsteady pace, with the story leaping seemingly randomly from one scene to another. The new edit has ironed out these kinks and flows much more smoothly, for instance the fifth Doctor now collapses AFTER all his previous selves have been lifted out of time. The new special effects make most of the difference as does the decision to make use of other shots for some portions of the script. In total there is an extra 10 minutes of footage included in the new release, not including the many changes in the way the scenes were shown.

The main difference is in the sound department. Lets be honest, in 1983 the BBC had still to discover the joys of stereo sound. As far as Dr. Who is concerned the BBC never discovered the joys of Surround sound and Dolby, but this version has it all. The first BBC video to use Dolby Surround and, as anyone who brought the THX versions of the Star Wars trilogy will know, sound makes all the difference!

This was always the most popular story, with fans and non-fans alike, this new version gives it a new lease of life (as if any was needed!). For once we have an incredible story with excellent special effects. What more can a Doctor Who fan want ?

Kings Demons, on the other hand, hasn't received the same treatment. It seems a shame that such a good story should be placed in a pack with a truly excellent story with which it cannot hope to compete. Oh well, at least its out of the vaults now. The story includes a re-appearance of the Master, as well as the introduction of the blatant C3PO-clone Kamelion. Sadly, the BBC budget just could not afford a robot of that complexity, once again a good story is let down by special effects. This is especially true when you watch the Five Doctors, special effects can make the difference. The Kings Demons has not aged well. My advice, read the book and let mind fill in the special effects, the video will only disappoint you.

This pack is a must for Doctor Who fans everywhere, the combination of something old and new makes this an un-missable release (just don't watch them both in one sitting!). And least not forget the most important thing of all, all those postcards now have a brand new home!

BBC Video: Release Date - Early November Price £1 9.99

Stop Press Stop Press Stop Press Stop Press ....

Strangely there is not yet any word on the BBC's special release for Christmas. It is widely suspected to be an incomplete story from either the Hartnell or Troughton era. Likely stories are either The Reign of Terror (Hartnell, 6 parts, 4 and 5 missing), or The Ice Warriors (Troughton, 6 parts, 2 and 3 missing). At the moment The Reign of Terror has the edge with the bridging material already being in existence.

Having said all that, maybe the BBC has found something it wants to be a surprise"

QUARTERMASTER

With our club maturing into the efficient/fun ship it is sure to become, each member will hopefully contribute more and more as we develop our individual roles within each department.

As Quartermaster it has been suggested that I do some kind of product review not only informing you of the latest Star Trek and S.F. releases but also telling you how good I think they are and what value for money they give you.

Some of you will know I became obsessed by Deciphers ST TNG collectable card game at the launch and so I decided to get my little addiction out of the way first.

The cards were originally released as a limited edition black bordered set comprising of 363 cards containing 131 each of common, un-common and rare, released to capitalize on the success of the Grand-daddy of collectable card games - 'Magic - The Gathering', relying on the Trekkers unquenchable desire to buy any remotely connected merchandising and the World Wide rise in card collecting.

After the initial print run an unlimited white bordered set was released with an alternative universe set to follow around Xmas, closely followed by Q and holodeck packs to help us addicts who can't get enough. (A Star Wars set is also planned)

The game is a role-playing, top trumps mixture. Creating crews of Federation, Klingon, Romulan and Un-aligned members, with ships and outposts, completing missions, coping with the inevitable dilemmas and interruptions and strange errands are all part of the fun.

The game can be a little confusing to start with but it is easily conquered. The cards can also be used as a source of information, each one containing useful/useless trivia about characters and ships.

Overall the cards as a game can cost as little as £6.99 for 60 cards (Starter pack) or £1.99 to £2.30 for 15 cards (Booster packs). Dealers will often be found selling rare cards such as the Enterprise or Picard - these can cost upto £30.

The cost can escalate easily so I wouldn't recommend it to young children and those on a limited budget. But if you feel the need it can be a very rewarding hobby.

Quality 7/10 Value for money 7/10 Addictiveness 11/10

Operations Management

Many ship-board operations involve departments. In such cases, it is common for various operations to present conflicting requirements. It is the responsibility of the Operations Manager (Ops) to coordinate such activities so that mission goals are not jeopardized.

Hi, I'm Gary Palmer, your Chief of Operations. I'm the short guy who sits next to Justin, our tall Quartermaster. The paragraph above is a short extract from the ST:TNG Technical Manual. My role is very similar in that I oversee many projects at one time, be it article writing, manning the front desk or my current project:- video discounts!

The Op's role is a very busy job, but also a very rewarding one. Having been involved with the club from the very beginning, it has been great to see the club and Frontier come on in leaps and bounds.

I am currently looking for an able bodied person who enjoys a bit of hard work, can generate good ideas and does not mind spending a bit of their spare time to help me in this role.

For further details, please come and see me or write to me at the usual club address.

ENGINEERING

Greetings to all crew members. My name is Arthur G Leach, Engineering Specialist of the U.S.S Runnymede. My area of responsibility is.....anything and everything which may be required.

You have no doubt seen me since the launch, the rather large person wandering around. Sometimes with a bemused/vacant look on his face. This is nothing to worry about I often look like that when I have nothing to do. I am by nature an active person and when left without anything to do I tend to shift into autopilot. As many other people I have followed Star Trek since the very first episode of the classic series. Along with the more recent Science Fiction programs to come on line. Also to date have all the various novels written concerning ST, and TNG, and am now starting to catch up on other related publications.

I have a few things in the pipe line, (or should that be Jeffries tube), that I am working on, and I am sure other people have idea's of their own. I have the reputation of never saying "No", perhaps "maybe", or "leave it with me and I'll get back to you", but never a straight "No". Something can always be worked out. Any ideas will be welcomed.

With the move to new premises and with more space things can only get better. So feel free to contact me, and together we can do great things.

Peace and long life.

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POSSIBILITIES

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"Comfirm level 5 security access granted. Do you wish to change your password?"

"No," snapped John, flabberghasted by this development. Level 5!

Around the horizon came the shape of a ship cradled in a 'drydock'. It was mostly finished, just some cosmetics on the hull, and the odd duranium panel were missing. The shuttle pod was heading straight for it. It was not unusual for the crew of a ship to oversee the final phases of contruction.

John glanced annoyed at the dead control panels. He wished he could call up a magnification to identify the ship. He had a suspicion that he wanted to comfirm. There had been a ship listed in the Utopia Planetia's catalogue, but until now he had never dared even hope.

The shuttle was approaching the ship rapidly, and they were soon swinging around it's saucer section. And there, emblazoned on the upper surface of the saucer, still being painted by work drones, were words that filled John Waters with breathless excitement. "U.S.S. Enterprise," he read, "NCC 1701-E."

He sat back heavily into his chair, and gave the air a victory uppercut. Because of this he failed to notice straight away that the shuttle hadn't slowed, and was continuining straight past the Enterprise.

"Hey!" exclaimed John, "Turn around!"

"Request denied," the computer replied calmly. "Destination is set."

John slumped dejectedly in his formfitting seat, and his former excitment slowly drained away.

Lost in his misery of dissappointment John did not notice when the shuttle slid to a halt beside another craft, this one in geo-stationary orbit above Mars. It was forty-five metres in length and had a slightly leoline look to it.

"Prepare to transport," the computer instructed. Lost in himself John automatically rose, shouldered his bag and stepped to the transport pad.

As the whine of the transporter began, John recovered and glanced hurriedly out of the front window.

As he dissolved, his jaw dropped in utter shock. "A cargo shuttle!" and his words faded away leaving only the quiet, unoccupied shuttle pod, which began it's journey back home.

"This court-martial, convened on stardate 48210.03, finds the accused, Ensign John Waters, not guilty of any infringement of Star Fleet Regulations, and is in no way responsible for the loss of the Constellation class cruiser, the USS Montague, on Stardate 48206.84." Admiral Budrow, commander of Starbase 29 and Chair of the court-martial, looked up from the data padd from which he was reading, and smiled warmly at the obvious relief washing over Ensign Waters.

Although Waters knew that a court-martial was standard Star Fleet policy following the loss of any starship, coming as it did after a month in the escape pods with the other 198 survivors, had been a strain. At the anouncement of the judgement, it was as if a great weight had been lifted. The phantom pain of his perfectly healed ribs finally vanished. At a raised eyebrow from Admiral Budrow, Waters pulled himself back to attention.

"While for the record we wish to state that the unorthodox and highly dangerous method used to destroy the hostile Warbird is not a recommended procedure," Budrow paused as a light laugh rose from the gathered officers, "we would like to congratulate Ensign Waters on his quick thinking and bravery. We hereby award you the Medal of Honour with clusters, and promotion to the rank of full Lieutenant." Budrow smiled as applause and cheers came from the rear of the room were some of Waters' shipmates were watching. "You are hereby granted a months leave, after which you are to report for duty at the Utopia Planetia Dockyards in Sector 001. Congratulations Lieutenant Waters."

After two weeks of visiting 'the folks' John Waters was eager to get back to duty. After clearing out most of Star Fleet Command and the Academy on the poker tables he was feeling a little antsy. He was raring to go. He was also puzzled. As he was shuttled, by a cadet pilot working to get enough flight hours to earn a level 3 shuttle rating, John pondered his assignment orders.

They were signed by an Admiral Haden. Now John was in the habit of researching everything about a new assignment so as to be prepared, and the area of command under an admiral was a clue to the nature of the assignment. But when he had searched Star Fleet records for Admiral Haden all he could find was an acknowledgement of his existence. There was no record as to his current whereabouts or status. Now this wasn't that unusual. After all, the security of admirals was important, but John found it irksome.

Also, his orders simply informed him that he would be a Conn officer. They did not specify on what ship he would be serving. As he was currently travelling towards the Utopia Planetia he assumed that the ship must either be new or undergoing a major over-haul. But cross referencing Admiral Haden's name with the Yards' work orders had been fruitless.

"We're approaching the Yards, sir," the cadet announced, breaking John's reverie. He glanced at her long dark hair and decided that he found her quite alluring. But this wasn't the time. She smiled at him and he grinned back. Still, it might be worthwhile to get her name off the flight log in order to track her down later.

"Where to then?" asked John, leaning over to get a better view of Phobos, one of Mars' moons.

"I don't know, Lieutenant Waters," she answered. The rank still hung uncomfortably in front of his name, but he liked the sound of it. "I'm supposed to contact Mars NavCon for exact co-ordinates." Her slender hands danced over the communication console and accessed the Mars Navigational Control computer.

Text flared on the screen and her eyebrows shot up in surprise.

"What is it?" John inquired craning to read the screen.

"These orders," she explained puzzled. "They instruct me to place the shuttle under the control of Mars NavCon and teleport to Utopia Planetia. Weird."

"That's damn odd," John agreed. "Who issued these orders?"

"Admiral Haden," she replied.

John leaned back, confused at this development. Still, Haden was the one who had given him this assignment, so the request, no matter how bizarre, was official. He noticed the pilot was watching him expectantly. "Make it so," he said as casually as he could. But the oft heard, and never used, phrase felt clumsy on his lips, especially towards a cadet only two years his junior. He was only 23. On average, a bright and ambitous officer would be 28 or 29 by the time they got to the rank of Lieutenant.

The cadet had finished with the control console and stood, moving to the rear of the shuttle pod, where the transporter was. Tapping her silver com badge she said, "One to beam over," and waved to Waters as she dissolved into the matter stream.

Once transport was complete all the controls in the shuttle went blank. Startled, thinking that some form of system failure had occured, John was surprised when the computer spoke in it's calm, measured and feminine voice. "Please enter security clearence code for identification."

Perplexed, John rested a hand on a panel and said "Waters, Ens... Lieutenant John, security clearence level 1, authorisation, dead man's hand." There was a pause as the computer checked his password against it's memory, analysed his voice pattern and scanned his palm print.

"Identity confirmed. Ship's autopilot activated." The shuttle pod accelerated and entered a high altitude orbit. "Lietenant Waters, new security clearence rating is level 5. Do you wish to change your password?"

Level 5! John glanced up in the manner many people did when addressing the computer. "Computer, did you say level 5!." Level 5 was the same as the Captain of a major Star Fleet vessel, such as the Hood or the Enterprise.

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THE COSMIC EXCHANGE

Greetings, my fellow travelers!

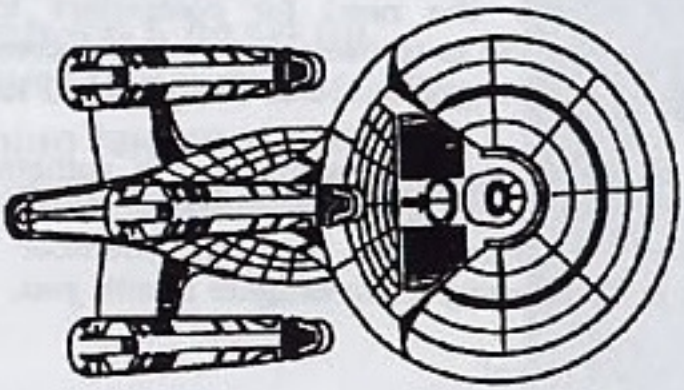
This galaxy of ours is a vast and wonderful place. Here at my emporium on DS9, I have the pleasure of meeting all manner of beings, each with their own story to tell and treasures to sell.

The treasures that adorn my exchange are sought the galaxy over, collections to be completed, a chance to find that unusual present.

The Cosmic Exchange is the chance for you to sell or swap items, Trek related or not, free of charge to other members.

CARGO MANIFEST:
I am currently looking for the Star Wars figure EV-9D9 from Return of the Jedi. Sensible prices please!! I have many figures and vehicles to swap and the contacts to obtain mint and boxed items. Please ring Gary on 01734 696244

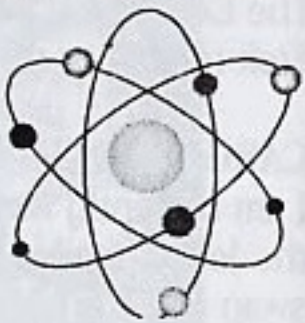
All transmissions to Cosmic Exchange, 11 Alderley Close, Woodley, Reading, Berkshire. RG5 4TG.



SCIENCE

Hello my name is Andrew Tunley and I am the Science Officer aboard the federation starship U.S.S. Runnymede. I have been a fan since the late 1960's and as such feel honoured to follow in the footsteps of the most famous of all Science Officers, Spock.

In the Star Trek universe our understandings of science is greatly advanced from our present day knowledge, with exciting discoveries that even Steven Hawking would be amazed by. With Wormholes, Quantum Singularities and Anti-matter all around, I'm here to help the level of understanding by helping you with any queries that you may have.



I look forward to meeting you soon.

Live long and prosper.

Written by Andrew Tunley (Science Officer)

Hi there! I'm Graeme Dunlop, Science Specialist aboard the U.S.S. Runnymede.

Life aboard a 24th Century starship is largely governed by technology. Nearly all everyday activities use technology in some way, from transporting to the surface of an alien planet, to preparing the day's meals with a replicator. And the more complex the technology, the greater the need for computers to help run and maintain it. My main job is to oversee the ship's computers, ensuring that the hardware and programs are at their most efficient.

Also, as part of the Science Department, I'm sometimes called on to investigate new or strange things encountered on our journey. If you encounter anything puzzling, I or any member of the Science Department would be happy to investigate it with you.

Let's see what's out there!

Written by Graeme Dunlop (Science Specialist)

Name: Jeffrey David Sinclair
Rank: Commander
Species: Human
Age: 39
Born: Mars on May 15th 2219.

A former Jesuit Priest, Sinclair joined Earth Force in the year 2237, Trained as a fighter pilot in the year 2240 he was promoted to squadron leader a year later. He lead the Star Fury squadron that fought in the final battle of the Earth Minbari war in 2248, the Battle of the Line.

In 2258 he was given command of Earth Alliance space station Babylon 5, after the Minbari Federation rejected everyone before him. He was in command only a short time when he was accused of poisoning ambassador Kosh, which almost lead to a war between the Earth Alliance and the Vorlon Empire but it turned out to be a plot by the Minbari warrior cast.

He has now been assigned to Minbari homeworld as the Earth Alliance first ambssador. While in command of Babylon 5 he set up a secret network of Rangers who are even now roaming known space seeking information about the Shadows.

You may purchase tickets for this event through me. The price is:

£35.00 for a full weekend adult	£20.00 child
£12.00 for day registration adult	£5.00 child

You can divide payment into four - final payment by end of December

JUNIOR CREW (ᐅᓪᓗᒥᑦ ᑭᕆᐅ)

Attention!!

Firstly thankyou for the attendance at the last meeting of the cadet club and although the Federation retreated from the Borg I have been told that they should be regrouping at DS9 and barring a Jem-Hadar attack. The Runnymede should be returning from the Gamma Quadrant although the Defiant won't be there (It's guarding Sector 001).

Secondly I am currently seeking a Drill Instructor (Basically my 1st Officer). The applicant must be old enough to drink and be able to attend command meetings on Tuesday evenings (and mad enough to sit with the kids for hours!).

Last of all we, the Junior Crew, would like our members to make up posters to adorn the walls of our new station. So, please get out your crayons and pens and fill those pads with drawings based on our favourite shows: Star Trek!!

AMERICAN TRADING CARDS AT MTCC

The latest craze from America is doing well in the U.K. Card sets make ideal gifts for fans, birthdays, Christmas or just to say, I care.

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GUIDE DOGS FOR THE BLIND

Starfleet Command have for some time been collecting used stamps for Guide Dogs for the Blind.

I would like for every member of the U.S.S. Runnymede to collect for this good cause - and as well as bringing joy and happiness to a lot of visually impaired people, we would also earn points with Starfleet Command.

Please try to get more people involved with this, for example your workplace, friends, relatives and anyone else that you might think of. The more stamps we collect the better.

Helping your ship with this would also earn you promotion points. We will from now on have a box at the entrance where you may deposit tins of dog food which we will distribute to an animal centre in the area.

Thank you.

THE CAT PROTECTION LEAGUE

We would also like to do something for our four legged friends - the cats.

If anyone has any cat food that they could spare we will see to it that one of the cat rescue centres in the area would get it.

We will also have a box at the entrance where you may deposit tins of cat food.

Thank you.

PROMOTION REQUIREMENTS POINTS SYSTEM (PRPS)

1 Always show a continued interest and participate as much as possible in activities within your ship.
2 Always try to exhibit a correct and respectful attitude as an cadet/officer of Starfleet.
3 Try to attend as many meetings on your ship as possible.

A Standards for Promotion from Ensign to Lt J8
1 Submit approved entry for ship insignia.
2 Recruit new members.
3 Submit an article or art for ships newsletter or Starfleet Communications.
4 Distribute posters and flyers around your region - at shops, schools etc.
5 Hold a meeting (with CO approval) and file report.
Any combination of Three of the above is required for promotion.

B Standards for Promotion from Lt J6 to Lieutenant
1 Items 2, 3, 4, 5, from previous list.
2 Develop and run a project on board your ship.
Any combination of Four of these is required.

C Standards for Promotion from Lt to Lt Commander
1 Items amongst item 1 from previous list.
2 Item 2 from Previous list.
3 Plan and run a successful Star Trek mini-convention.
Any combination of Five of these or item 3 alone is required for promotion.

PROMOTION POINT TABLE

Ensign to Lt J6	10 Points
Lt J6 to Lieutenant	20 Points
Lt to Lt Commander	30 Points
Lt Commander to Commander	40 Points

After each promotion your Promotion Points return to zero; for you to start again if you so wish.

Levels of participation must be maintained by each officer for their respective rank.

If the level of participation is not maintained you may be demoted to a rank more suitable to your participation.

PERSONNEL

Hi, my name is Debbie Gardiner and I am the personnel officer aboard the USS Runnymede. My job is tc up to ep to date records of: members, fees paid, promotion points and anything else I'm asked to do. I am ir processcess of entering all the crew details into a computer database at the moment, so don't be surprised tc on thee on the front desk asking you all sorts of questions.

My favourite sci-fi programme is TNG, but I am also a great fan of X - Files, Alien Nation, Dr Who anc Blake 7. However, I will talk to the cows come home about any sci-fi on tv or film.

Having been to two meetings now I can honestly say that we are a very friendly, chatty bunch and I am enjoying being an active member of the crew. Remember the Runnymde is its crew and your help or suggestions are always welcome.

Have Fun! - Debbie.

CAPTAIN OUT

JOIN US AGAIN

THE NEXT USS RUNNYMEDE MEETING IS ON

SATURDAY 9TH DECEMBER 95

SAME TIME - SAME PLACE

PHOENIX PLAZA, WOKINGHAM 12.30PM